

UK'S OFFICIAL  
**SEGA**  
COMIC



# SONIC

## THE COMIC

**TINSEL  
TIME!  
COOL  
YULE  
ACTION!**

**SONIC 3D  
MD REVIEW**



**DOCTOR ROBOTNIK'S  
SEASON  
OF GOOD-  
WILL**

**NEW  
STORIES**

**A CHRISTMAS  
WISH**

**CRACKING CAPTAIN PLUNDER AND DECAP STORIES INSIDE**

# CONTROL ZONE



Merry Christmas, Boomers!

In the words of that old hume-crooner, Bong Crisby, "I'm dreaming of a blue Christmas!" Yes, that time-to-feel-festive is almost upon us again - the humes around here have already had me decking the halls - and between me and you - I'm totally fa-la-la-la'd out! Goodwill to all droids indeed!

On a brighter note, Santa drops in on two brand new super duper stories this issue... he's briefly sighted by Sonic in New Tek City, Planet Meridian where a young pup by the name of Richie Rover thinks his Christmas wish has turned him into a super-hero!

Santa sighting number two - Doctor Robotnik is given the chance to mend his evil ways in Season of Goodwill! But will it be an offer he'll refuse?

Bloodthirsty goings-on are afoot around the seas of New Tek City - the sharks have been at Mr Fry's transforming potion and they're attacking Captain Plunder's ship!

Finally, find out if mad Mick C McFosis and Mr Twitch get their paws on Mr Cuddle Bunny's vast fortune. Turn to the concluding part of STC's madcap Decap Attack story.

Before I leave to turn the music up and party down, let me thank all of you for your fabby cards and drawings, which are lining the office walls as I speak. See you all in a fortnight Boomers, when STC orbits into the New Year - but before I go -

## HAVE A COOL YULE & A MEGA NEW YEAR!

*Megadroid* and the  
STC Humes

• EDITOR: Deborah Tate  
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## SEGA

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↑ up/down RE/NEW entry ● non mover

### MEGA DRIVE

- 1 ● ROAD RASH 2
- 2 ● DESERT STRIKE
- 3 ● LOTUS TURBO CHALLENGE
- 4 ● FIFA SOCCER '96
- 5 ● TOY STORY
- 6 ↑ SONIC AND KNUCKLES
- 7 ↑ WORMS
- 8 RE DYNAMITE HEADDY
- 9 ↓ MICRO MACHINES 2
- 10 RE TAZ-MANIA: ESCAPE FROM MARS

### SATURN

- 1 ↑ NIGHTS
- 2 ↓ EXHUMED
- 3 ● ATHLETE KINGS
- 4 ● ALIEN TRILOGY
- 5 ● DESTRUCTION DERBY
- 6 ● SEGA RALLY
- 7 ● VIRTUA FIGHTER 2
- 8 ↑ VIRTUA COP
- 9 ↑ FIFA SOCCER '96
- 10 NEW VIRTUAL GOLF

### MEGA-CD

- 1 ● BRUTAL: PAWS OF FURY
- 2 ↑ TOMCAT ALLEY
- 3 ↑ SOULSTAR
- 4 RE ROAD AVENGER
- 5 RE SILFHEED
- 6 RE SONIC CD
- 7 RE POWERMONGER
- 8 ↓ B.C. RACERS
- 9 ↓ THUNDERHAWK
- 10 NEW EARTH WORM JIM

### GAME GEAR

- 1 RE MICRO MACHINES 2
- 2 RE DYNAMITE HEADDY
- 3 ● SONIC THE HEDGEHOG
- 4 ↓ COLUMNS
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 ↓ THE LION KING
- 7 RE TAZ-MANIA: ESCAPE FROM MARS
- 8 ↓ SONIC THE HEDGEHOG 2
- 9 RE SONIC: TRIPLE TROUBLE
- 10 ↓ STAR TREK: GENERATIONS

# SONIC

THE HEDGEHOG

## A CHRISTMAS WISH

Script: LEW STRINGER Art: ROBERTO CORONA

Colouring: STEVE WHITE Lettering: TOM FRAME

COMPLETE  
STORY

CHRISTMAS EVE IN NEW TEK CITY,  
PLANET MERIDIAN...

TOO BAD I CAN'T  
GET HOME FOR  
CHRISTMAS. NOW THAT  
I'M TRAPPED HERE IN  
THE SPECIAL ZONE!

STILL, AT LEAST  
THESE DUDES HAVE  
THE RIGHT SPIRIT.  
EVEN IF IT IS AN  
ALIEN PLANET!  
SNOW, PRESSIES,  
CAROL SINGERS...

...AND SANTA  
IF I'M NOT  
MISTAKEN!

CHRISTMAS MORNING...

YAYYYY!  
MUM! DAD!  
SANTA'S  
BEEN!

WOW!  
LOOK AT  
ALL MY  
PRESSIES!

HAPPY  
CHRISTMAS,  
RICHIE!  
YAWN!

YESSS!  
AN INSECT-GUY  
OUTFIT! JUST  
WHAT I WANTED!

EVER SINCE HE CAN REMEMBER, RICHIE  
ROVER HAS BEEN A FAN OF INSECT-GUY -  
NEW TEK CITY'S COOLEST SUPER-DUPE  
(NEXT TO SONIC OF COURSE!)

INSECT-GUY WAS ORDINARY NORMAN NERD UNTIL HE  
WAS BITTEN BY A RADIOACTIVE INSECT - THIS GAVE  
HIM SUPER INSECT POWERS TO FIGHT CRIME!

MY HERO!

MAMM, YOU LOOK  
QUITE THE PART  
IN YOUR OUTFIT,  
RICHIE!

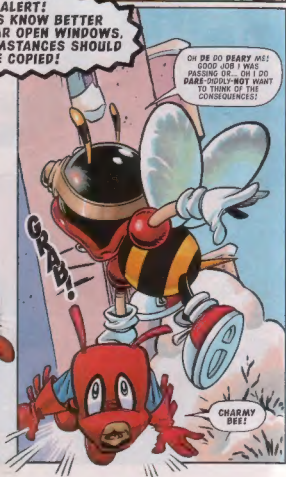
I WISH I HAD  
THE SUPER POWERS  
TO GO WITH IT.  
THEN I COULD BE  
A REAL HERO!



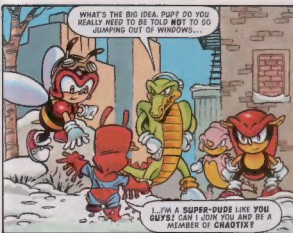
**STC ALERT!**  
**YOU BOOMERS KNOW BETTER**  
**THAN TO GO NEAR OPEN WINDOWS,**  
**SO IN NO CIRCUMSTANCES SHOULD**  
**THIS BE COPIED!**

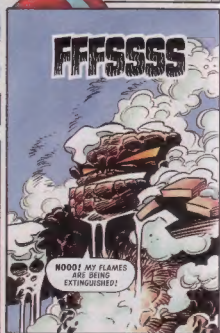


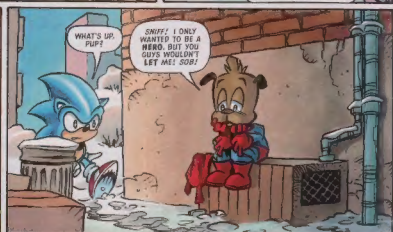
**MAYBE NOT!**  
**HEELLPP!**















# CRIMBO ZONE

EACH ARTIST-NOME WHO GETS THEIR HANDYWORK PRINTED IN **STC** WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.



To help get your handywork selected in future Graphic Zones, please take note of the following tips:-

\* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

\* Be original and don't copy pictures from the

comic - come up with your own ideas.

\* Include your name and address, preferably written in capital letters on the back of the page.

\* Send artwork to:  
GRAPHIC ZONE, SONIC THE COMIC,  
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

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For your nearest Crayola stockists:- Tel: 01234 217786



IN THE REAR ARROUND  
NEW TEK CITY, CAPTAIN  
PLUNDER'S SHIP IS  
SUDDENLY INVADIED BY  
A BUNCH OF MUTATED  
SHARKS.

# CAPTAIN Plunder SHANGHAIED

Part 3



WHAT ARE  
YE WAITIN' FOR  
YOU SWABS?

ATTACK!



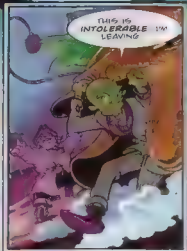
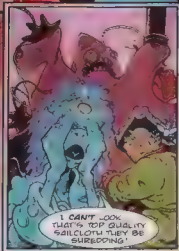
BUT CAPTIN,  
THEY LOOK AWFUL  
MEAN AND...

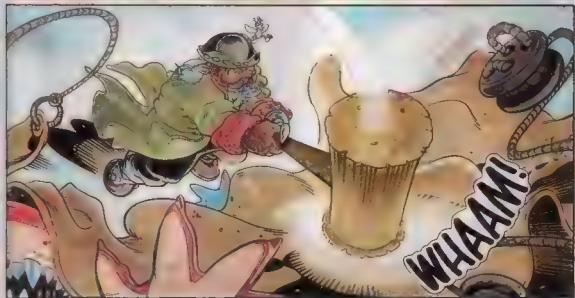
WHAT?  
THIS BE MUTINY ME  
SCRATCHINGS



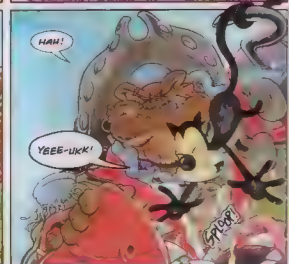
I'LL TAKE  
CARE OF THE SHARKS,  
PLUNDER. AFTER ALL, IT'S  
MY TRANSFORMING  
POTION THAT THEY'VE  
BEEN DRINKING!

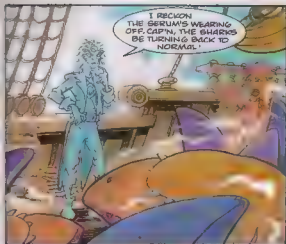
I'VE  
CHANGED  
MY MIND, MR.  
FEY... I DON'T  
WANT TO HELP  
AFTER  
ALL!











I RECKON  
THE SERUM'S WEARING  
OFF. CAP'N, THE SHARKS  
BE TURNING BACK TO  
NORMAL.



THEN  
THROW 'EM IN THE HOLD  
YOU SWAB...THEY'LL MAKE  
A TASTY SNACK AFORE  
SUPPER!



THIS  
WAS BEEN A ROUGH  
DAY. I RECKON WE  
BE DESERVING A  
TREAT!

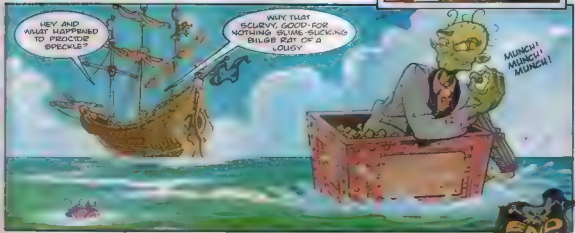
SIMPSON  
GO TO MY CABIN  
AND FETCH THAT  
LAST CRATE OF  
VINTAGE RUM  
TRUFFLES I'VE  
BEEN SAVING!

YOU  
BETCHA!



MOMENTS LATER

THE CRATE,  
CAPTAIN. IT'S  
VANISHED



HEY AND  
WHAT HAPPENED  
TO PROCTOR  
SPECKLE?

WHY THAT  
SCURRY, GOOD-FOR  
NOTHING SLIME-SUCKING  
BILGE RAT OF A  
LOUSY

MUNCH!  
MUNCH!  
MUNCH!

NEXT ISSUE KNUCKLES IS BACK!



# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASED FOR THE SEGA SYSTEMS

SEGA'S RATING SYSTEM  
UNDER 10 - YAMSVILLE

10-19 - BORNALSVILLE  
20-29 - FUN CITY

30-39 - BIV-LINE HST  
OVER 40 - MEGA CITY

## SONIC 3-D

Reviewed by Chris Jones



GAME TYPE: 3-D ADVENTURE  
PLAYERS: 1

PUBLISHER: SEGA  
PRICE: £44.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL



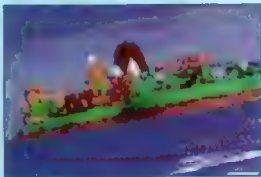
The spiky-haired, spinning marvel is back for one last showdown with Doctor Robotnik. Yes, Sonic the hedgehog has been re-animated for the ultimate game that will blow all previous Mega Drive titles away. **Sonic 3-D** is his latest adventure created on a 32Meg cartridge jam-packed with fun, bright colours and innovative gameplay.

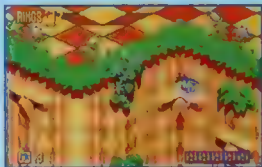
**Sonic 3-D** is programmed by the same team that brought you *Toy Story*. This team has hit the jackpot again to produce a game that takes Sonic into a new dimension. **Sonic 3-D** is what it says, a three dimensional game where Sonic can move left, right, and into the foreground or background. Its



three dimensions make it impossible to call it a platform game, although it has many features of one. The whole screen is your playground and can be explored.

The game is inspired by themes from Sonic's previous adventures and there's even special guest appearances by Knuckles and Tails. One thing is certain, evil egg-man Doctor Robotnik is back and he must be stopped over seven distinct Zones, each containing two Acts and a Boss showdown. Complete all of these and a final Boss screen must be

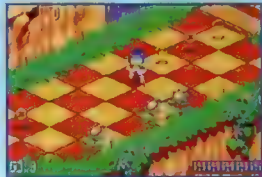




conquered - that simple? Expect the unexpected in this game, rumour has it that a secret ending exists - but that's left for you Boomers to find out!

Each Zone has a different theme with different problems. The Snow Mountain Zone provides a frozen solid surface on which Sonic slips and slides on the ice, gets caught in avalanches, and can be encased in ice for about 10 seconds if he gets shot by the baddies. In the Chemical Plant Zone, Sonic can enjoy the feeling of floating on air from a giant fan and gets shot out of ducts and pipes. There are even cannons on some levels that Sonic must climb in to and be shot out of to help him complete a section of the game.

Sonic's mission in the game is still to collect rings but he has a more important task to complete. In each Act of each Zone he must destroy at least five evil robots, that when killed, free a Flicky; Flickies are the birds and rabbits that Robotnik has captured throughout the series of Sonic games. If he wasn't stealing them in his spaceships in Sonic 1,



he's sure turning them into mechanical monsters here! Once Sonic frees a Flicky, it will fly round after him until he leads it to a giant ring where it can escape from the Zone. Sonic can free one at a time or have five Flickies following him round at once. This can prove tricky as sometimes obstacles and other robots may separate the Flickies from Sonic, making them fly off all over the screen. The hard work is trying to retrieve them again.

Everything is excellent in this game - from the smooth, bright, vibrant graphics and animation, fantastic gameplay and attention to detail, evil robots disguised as metallic bumble bees to nasty crocodiles.

Sonic 3-D pushes the Mega Drive to the limit, squeezing every last drop of power from the console to produce an innovative game. Doctor Robotnik's end of Zone showdowns with Sonic are also new and original. This is a game no Mega Drive owner would want to be without. It really is the best Sonic game produced, and as it may be the final instalment in the series, Sega won't let Sonic go out without a bang!



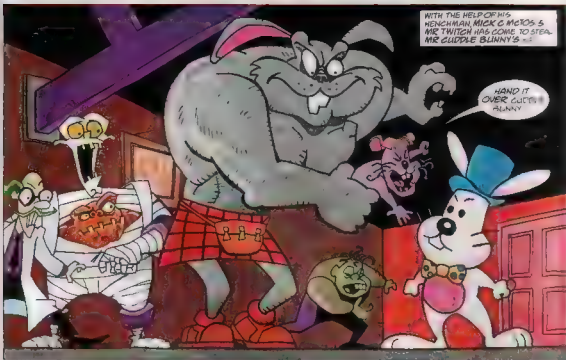
# Decap Attack

THE LEGEND OF MR CUDDLE BUNNY

SCRIPT  
MICK KITCHING  
& RICHARD DYNER

ART  
MICK KITCHING

LETTERING  
BARA DEVILLE



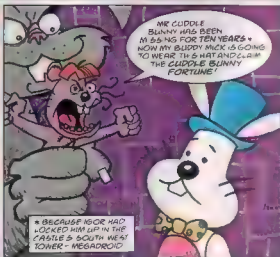
WITH THE HELP OF HIS  
HENCHMAN MICK & MOTO &  
MR TWITCH HAS COME TO STEAL  
MR CUDDLE BUNNY'S

HAND IT  
OVER CUDDLE  
BUNNY



VOT 1ST  
DISB? I DON'T UNDER  
STAND!

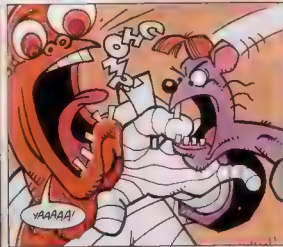
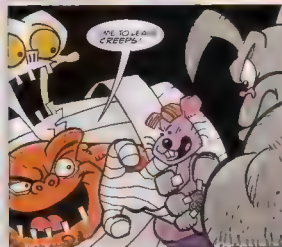
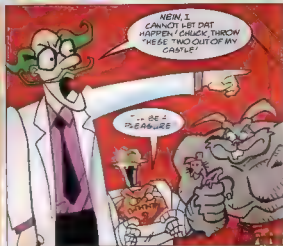
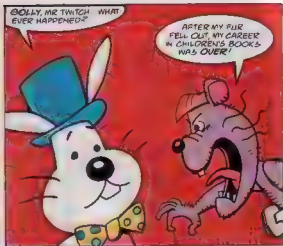
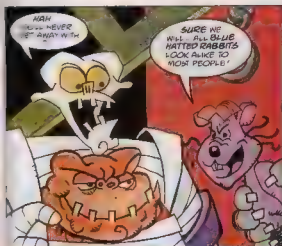
SAMPLE  
GRANDAD

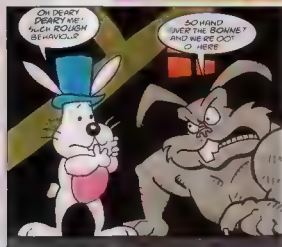
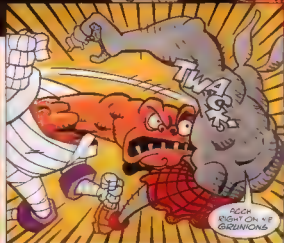
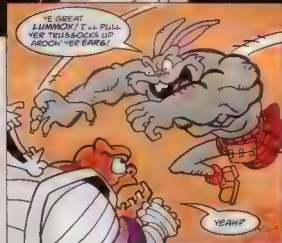
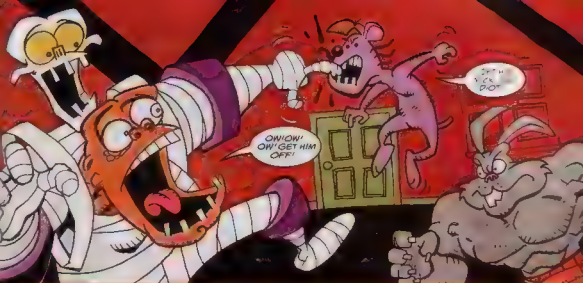


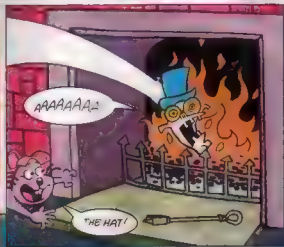
MR CUDDLE  
BUNNY HAS BEEN  
IN 55 KG FOR TEN YEARS \*  
NOW MY BUDDY MICK IS GOING  
TO WEAR TH'S HAT AND CLAIM  
THE CUDDLE BUNNY  
FORTUNE!

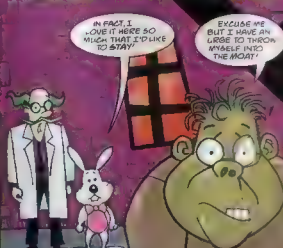
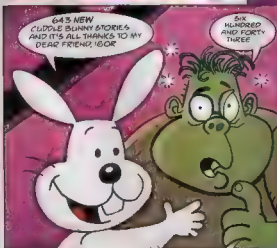
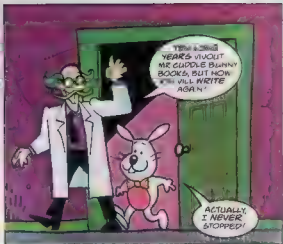
\* BECAUSE MGR HAD  
LOCKED HIM UP IN THE  
CASTLE'S SOUTH WEST  
TOWER - MEGADROID



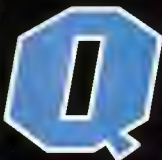








NEXT ISSUE THE HUNGRY GUEST



## Q ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

**BOOMER ALERT**

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.



# SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

## THE BOSSES *[CONTO]*

### HYDROCITY ZONE

ACT 1

#### DOCTOR ROBOTNIK'S WHIRLPOOL MACHINE

- The first of Doctor Robotnik's two fiendish water machines in his zone. This one is easy to beat provided you keep calm



- Stand in the centre of the screen in front of the underwater pillar. Robotnik's craft will drop in the middle of the screen and then fly off the screen.
- He'll then appear from the upper left at high speed - so be ready. Jump Sonic as high as possible. Robotnik then drops in from the upper right. Again, jump straight up as high as you can.
- Robotnik's craft then settles on the pillar directly above you. Wait for the orbs around it to stop moving and start ramming it. If you time it well, you can get in two or three hits before he starts to spin the water and Sonic around.
- Again, stay in the middle of the screen as much as possible and repeat the previous moves to beat him.
- After the machine is demolished, the end-of-act sign appears. To prevent it from landing, jump at it to pump up that score and maybe get some extra goodies!





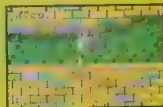
## ACT 2 DOCTOR ROBOTNIK'S WATERSPOUT & DEPTH CHARGE MACHINE

- Never one to give in, Robotnik is back with an even deadlier water machine!
- Go to the far right as Robotnik descends from top left.
- He'll proceed to start his suction machine, which if you're not careful, will draw Sonic into its whizzing blades. He then moves left and right above you, dropping water bombs that contain delayed-action fuses.
- To avoid the suction blades, keep Sonic jumping out of the water and pushing towards the wall nearest to him.
- Before you can hit Robotnik's craft you have to wait for the bombs it drops to explode first. Leap on the vertical water jets they release and bounce off them to him him. If you score a hit, try to bounce up and in the same direction as him to gain more hits.



- Provided your timing is good you can get in at least two more hits.

- You can also use the main waterspout that sucks up water and draws you in, but only after he has released it and his craft starts to move. As the waterspout's only 100% you can leap Sonic onto it and up to Robotnik's craft.



- After you finally destroy the machine, head right to find Sonic's friends and release them from their prison cage.



Next issue: Make a meal of those Marble Garden menaces!

CHRISTMAS DAY IN THE EMERALD HILL ZONE  
A PLACE LONG SINCE DESERTED BY ITS RESIDENTS  
WHO FLED TO THE FLOATING ISLAND TO ESCAPE  
DOCTOR ROBOTNIK.

## SONIC'S WORLD

# SEASON OF GOODWILL

Script: LEO STATHAKIS Art: JIMMY PARRINGTON  
Colouring: STEVE WHITE Lettering: ANDREW HODGSON

# SEE ISSUE 53 Megadroid

HOWEVER ONE RESIDENT REMAINS LIVING IN HER SECRET UNDERGROUND  
LABORATORY. SCIENTIFIC GENIUS TEKNO THE CANARY HAS INVITED TAILS,  
AMY, JOHNNY, AND SHORTFUSE THE CYBERNIK TO HER CHRISTMAS PARTY.

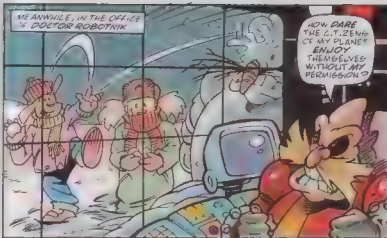
SO IT'S PRETTY  
A PARTY AFTER  
YOUR BATTLE  
WITH ROBOTNIK  
AND HIS GOONS  
OVER THE PAST  
YEAR.

YES  
RIGHT / I  
ONLY WISH  
SONIC WAS  
HERE.

DON'T WORRY, AMY.  
HE WILL BE BACK.  
JUST KNOW IT.

IN THE MEANTIME, WE'VE GOT SHORTFUSE  
TO HELP US OUT. ANYWAY, EVEN DOCTOR  
ROBOTNIK WOULDN'T DO ANYTHING BAD  
ON CHRISTMAS DAY, RIGHT?

Hmm. I WOULDN'T BE SO  
SURE OF THAT, TAILS.

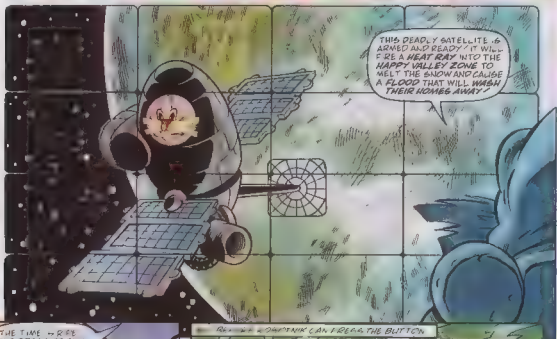


MEANWHILE, IN THE OFFICE  
OF DOCTOR ROBOTNIK

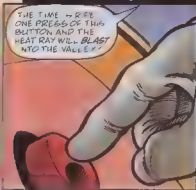
HOW DARE  
THE CITIZENS  
OF MY PLANET  
ENJOY  
THEMSELVES  
WITHOUT MY  
PERMISSION?



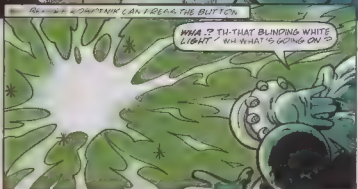
HAH! THEY'LL SOON HAVE  
TO CELEBRATE ONCE I  
DEPLOY MY NEWEST WEAPON!



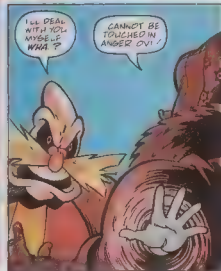
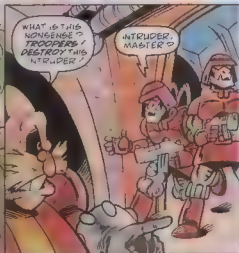
THIS DEADLY SATELLITE IS  
ARMED AND READY! IT WILL  
FIRE A HEAT RAY INTO THE  
HAPPY VALLEY ZONE TO  
MELT THE SNOW AND CAUSE  
A FLOOD THAT WILL WASH  
THEIR HOMES AWAY!



THE TIME HAS COME!  
ONE PRESS OF THIS  
BUTTON AND THE  
HEAT RAY WILL BLAST  
INTO THE VALLEY!



WHAT'S THAT BLINDING WHITE  
LIGHT? WH-WHAT'S GOING ON?



M-MY NAME IS NOT OVI!  
I AM IVO ROBOTNIK!  
DOCTOR ROBOTNIK!

YOU USED TO BE OVI KINTOBOR!  
YOU WERE A GOOD MAN UNTIL  
THE LAB ACCIDENT MADE YOU EVIL!

I OFFER YOU THE CHANCE TO DO A  
GOOD DEED FOR CHRISTMAS! USE  
THE SELF-DESTRUCT CODE TO  
BLOW UP YOUR SATELLITE INSTEAD  
OF USING IT FOR EVIL!

PAH!  
WHAT'S IN  
IT FOR  
ME?

WHAT'S IN IT FOR YOU?  
WHY...PEACE OF MIND?

HAAAAH! I WANT POWER, NOT  
PEACE--AND THAT DEADLY  
SATELLITE IS A SYMBOL  
OF MY POWER! I REJECT YOUR  
PATHETIC OFFER!

VERY  
WELL.

OH, BEFORE I GO, YOU  
MAY BE INTERESTED TO  
SEE WHAT'S HAPPENING TO  
YOUR "SYMBOL  
OF POWER!"

NO!  
NOOOOO!

I KNEW ROBOTNIK  
WOULD BE UP TO  
NO GOOD TODAY!  
LUCKILY MY BUILT-  
IN DETECTORS LED  
ME TO THIS WEAPON  
BEFORE HE COULD  
USE IT!

**FTOOM!**

SO...YOU GOT WHAT YOU WANTED AFTER  
ALL! DO I GET MY PRESENT NOW?

SORRY, OVI.  
WHAT I WANTED  
WAS FOR YOU TO  
MAKE THE RIGHT  
CHOICE AND YOU  
REFUSED. SO NO  
PRESENTS I'M  
AFRAID!

MY ONLY OFFER TO YOU IS THIS WARNING:  
FOLLOW THE DESTRUCTIVE PATH, AND YOUR  
EMPIRE WILL FALL WITHIN THE NEXT  
FEW MONTHS!

KEEP  
YOUR ADVICE,  
OLD MAN! I LIKE  
BEING EVIL AND  
I DON'T NEED  
PRESENTS! I'M  
IN CHARGE! I'VE  
GOT POWER!  
I'VE GOT...I'VE  
GOT...

...I'VE GOT...  
NO FRIENDS  
ON CHRISTMAS  
DAY...

SO, NOW YOU'RE A  
FORTUNE TELLER  
TOO, EH? BAH! DON'T  
GIVE UP THE DAY JOB!  
NOW GET OUT!

...AND FOR THE  
FIRST TIME,  
ROBOTNIK  
REALISES THE  
TRUE COST  
OF HIS WAYS!

The  
End.

NEXT ISSUE: SHORTFUSE STARS  
IN "THE MONSTER WAKES"!





# SPEED LINES

EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 26/31 TAVISTOCK PLACE, LONDON WC1H 9SU.  
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

## GOLDEN OLDENS!

Dear Megadroid,

Can I still send off for past issues of the comic from the Back Issue Zone?

Paul Cook, Bishops Stortford, Herts. Sonic & Knuckles Hog Tag Winner.



As it's Christmas Paul, your present's a few pages back! You'll find you're able to send off for *STC* back issues, but bear in mind the offer's only available until Tuesday, 31 December 1996.

EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA MEGA HOG TAG!



Send your e-mail  
messages to:

**stc@egmont.co.uk**

Be sure to include your snail mail (postal)  
address if you want to win a prize!

## TRAINEE LEE!

Dear *STC*,

I am a thirteen year old facing career plans, and was wondering what grades I would need to be an artist at *Sonic the Comic*. Lee McDonald, Shelton Lock, Derby. Sonic & Knuckles Hog Tag Winner.



At great expense to my personal hotline, Lee, some of the *STC* creators have offered the following advice...

Low Stringer suggests that you begin at your local library - take out a Teach-yourself-cartooning-type of book. Low drew his own comics from childhood and decided to become a comic artist at the grand old age of 21.

Richard Elson says that you don't need grades to be an artist - you just need to be able to draw!

Nigel Kitching recommends that you find out what qualifications are required and work towards doing some good work at Art College. Good luck!

# "SUGAR-PLUM-SONIC!"



Ben Carroll, Plymouth, Devon.  
Sonic & Knuckles Hog Tag Winner.

# NEXT ISSUE

STEP  
INSIDE  
STC's

NEW  
YEAR  
PARTY!



ALL  
NEW  
STORIES

**SONIC!**  
EVE OF DESTRUCTION!

**KNUCKLES!**  
ROOTS!

**BADNIK PIN-UP**  
CRAWL!

REVIEWS - BUGS BUNNY! DESTRUCTION DERBY!

**SONIC'S WORLD!**  
THE MONSTER WAKES!

**DECAP ATTACK!**  
THE HUNGRY GUEST!

PLUS

**SONIC 3**  
Q ZONE!

STC 94 ON SALE TUES, 24 DECEMBER '96

£1.20

## DATA STRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE  AGE

NAME .....

ADDRESS .....

MY FAVOURITE ...

FILM/VIDEO IS .....

BAND/SINGER IS .....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCO ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

AS A COMIC STRIP IN STC.

THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 93

% 

Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.